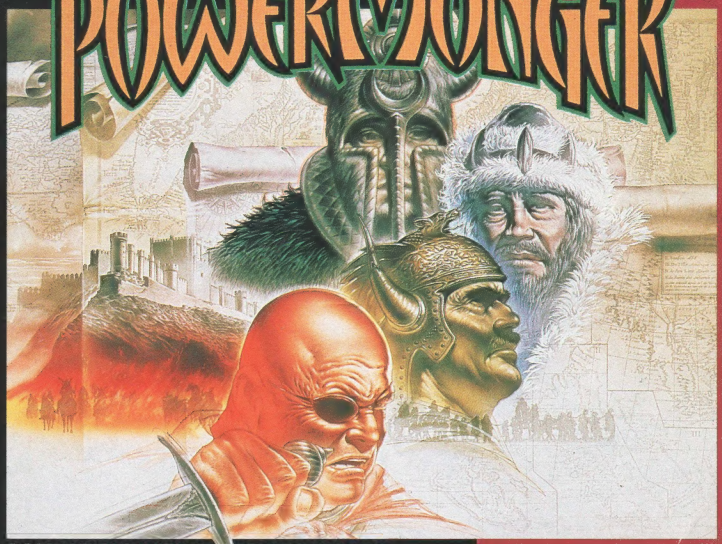
SNSP-PM-UKV

POWERMONGER™



COMPATIBLE WITH SUPER NES MOUSE

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

LICENSED TO
imagineer

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO ® HARDWARE SYSTEM, GAME PAK OR ACCESSORY

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

ELECTRONIC ARTS®

© BULLFROG PRODUCTIONS LTD. 1990-1993
LICENSED FROM ELECTRONIC ARTS
SNES VERSION BY BULLFROG PRODUCTIONS LTD.

BULLFROG
PRODUCTIONS LTD

LICENSED BY
Nintendo

NINTENDO ® SUPER NINTENDO ENTERTAINMENT SYSTEM ™, THE NINTENDO PRODUCT SEALS AND OTHER MARKS DESIGNATED AS "TM" ARE TRADEMARKS OF NINTENDO.

POWERMONGER

CONTENTS

GETTING STARTED 1
- Joypad Controls 2
- The Situation 5
- The Path to Conquest 7

THE WORLD 9
- The Overview Map 9
  - *Overview Map Controls* 9
  - *Contours, Objects, Settlements and Food* 10
  - Captains 10
  - Settlements 11
- Close-Up Map 11
  - Close-Up Map Controls 11
  - Changing the View 11
  - The Rotation Arrows 12
  - The Zoom Buttons 12
  - The Conquest Balance 12
  - Seasons and Weather 12
  - Sound 13

SYMBOLS 15
Option, Posture, Command & Query 15
The Option Symbol 15
Game Box Options 15
Posture Symbols 16
Command Symbols 17
Military Symbols 20
Movement Symbols 22
Food Symbols 23
Invent Symbols 24
Miscellaneous symbols 25
Query Symbol 26
THE CAPTAINS 29
Strength 30
More About Posture 30
Inventions 30
Equip Invention 32
QUESTIONS & ANSWERS 33

(Compatible with Super NES Mouse:
Sold separately MODLE No.SNS-016E)

GETTING STARTED

Credit Screen

Click the left mouse button to move onto the next screen. If left in this screen it will enter the attract mode.

Name Screen

After the opening sequence, a screen will appear asking "**What Is Thy Name, O Lord?**" Type in the name you want to use in the game, either your own or one you make up, and then click on the END box with the left mouse button. If you don't want to use a name, just click on the END box.

Option Screen

Next, the Option Screen will appear. This lists the options you have at the beginning of the game. Click on the option of your choice:

Start New Conquest: Start the conquest from the beginning. This will be the Standard game with 195 pre-set territories to conquer.

Continue Conquest: Allows you to select the next area of conquest.

Restore Conquest: Password feature allows you to access previously saved game.

Play Random Land: Enter a random computer generated territory.

Option:

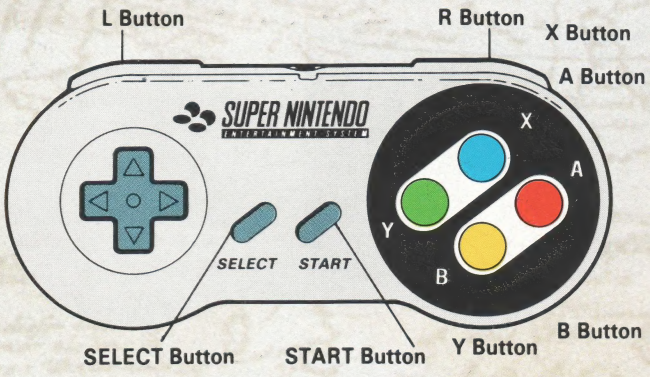
Controller Port -	The port in which the controller is plugged into.
Quickpad Mode	-**ON**. The joypad control system is divided into zones as described under **General Controls**
	-**OFF**. Same as mouse control system but controlled by the joypad. For those people who don't like the zone system.
Mouse Speed -	Mouse speeds 1, 2 and 3 (1 being slow).
Music -	Turns music on and off.
Sound FX -	Turns sound effects on and off.

The options changed will only take effect when the option window is closed. To close any window, click the upper right hand corner.

Map Selection Screen

Press "A" to select the map.
Press "X" to scroll map up.
Press "Y" to scroll map down.

Joypad Game Controls

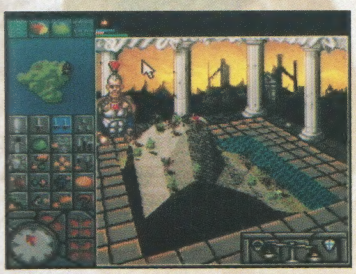


Pause pressing the START button will pause the game.

Backspace when entering your name or a password, the "B" button will backspace the cursor.

Windows at any time during the game, pressing the SELECT button will immediately open the Option window ("!" icon). Pressing SELECT again will close the window.

The Option ("!") and Query ("?") windows can be closed by pressing the "B" button.



General Controls

To change from area to area, press the "Y" button. This will go from area to area in the order shown above (ie: 1 to 2, 2 to 3, etc.). AREA 4 (Icons) is selected from any area by using the "X" button. This toggles the icon area on/off. Each area, when selected, will be shown brighter than the other areas on the screen.

The "L" and "R" buttons rotate the close up map (AREA 1).

Sub Controls

AREA 1 Button "A" has different functions depending on the mode of the game. If the "attack" icon is selected, the 'click' will start the attack to the point selected. If the "A" button is held down and the direction pad moved, the map position will be moved using the compass north.

AREA 2 While on this area, the direction pad moves the cursor position on the small map. Pressing the "A" or "B" button zooms the 3D in or out.

AREA 3 This area uses button "A" to select the required part of the map to display. If any of the icons at the top of the map are 'clicked' on, the small map display will change to the required format.

AREA 4 'Clicking' with button "A" either selects or de-selects the required icon ready for an action to be started on either the small map or 3D displays.

Quick Mode Off Controls

Pressing "L" or "R" rotate the map around (same as zone system).
Pressing "X" or "Y" zooms into the map.

The Situation

Your rule was fair and just. Your fate may not be...

Your kingdom of Miremer was destroyed by a devastating seismic up-heaval. Collapsing mountains and fiery, poisonous ash spared few of your subjects and none of your lands. You have plied ambivalent seas for countless weeks seeking a new home for your remaining handful of followers (and a new realm for yourself). Finally, the fickle waves grew weary of toying with you and cast your frail craft onto the unfamiliar shores of a foreign land. This land is rich and fertile, as you have dreamed it would be; but like all bountiful places, it is populated. Petty warlords and captains reign over the larger settlements and send their armies sweeping across the countryside. You could debase yourself into vassalage to these backward *nobles* and submit your followers to their misrule. But you were a king not so long ago, and you have borne enough indignity. It is they who will pay homage to you. You will gain a crown once again ... or die in the attempt.

As you venture across this new domain, you will have to win the fealty of those you encounter by words of diplomacy or dint of arms. The native tribes are laggards in the art of war, but are far from helpless. You are also not the only strangers here. Other invading tribes under ruddy or azure banners mourn lost kingdoms, and yearn after new ones. Like the natives, they must be persuaded to join your cause or be put to the sword. There is no other path to kingship.

As you campaign, you will reap the fields' fair bounty and probe the deep places of the world for hidden wealth. The powers of life and death, enrichment and improverishment, plenty and starvation, can be yours in absolute measure. But you must manage your power, like any other resource, wisely. Constant warfare will deprive you of present followers and future recruits,

and continual pillaging will fill your stores for the moment, but will leave the land empty of anything to fill them in the future. You must learn to balance force with restraint, and the requirements of the day with the needs of days to come. Only then shall you be the ultimate...

The Path to Conquest

There are 195 territories to conquer in the world of Powermonger in the Conquest mode. After the map is generated, the Map Selection Chart will appear displaying the various territories you can conquer. At the beginning of the game, the only territory you can conquer is the island in the top left hand corner; if you cannot immediately find this island, move the On Screen Pointer around in that corner of the Chart. The red Selection Rectangle will appear when the pointer is over it. Select this territory by clicking the left mouse button.

To survive and prosper in a territory you will need to conquer settlements, get food and men, and invent both weapons and trading items. But keep in mind there are enemy armies prowling about who are after the same resources and doing the same things you are. These armies are as strong as yours, and some of their commanders are at least as aggressive and clever as you. You have conquered a territory when you bring a significant portion of the population under your control. When all the gold in the Conquest Balance is on the right side you have conquered the current territory. (You don't always have to bring all the population of a territory under your control to conquer the territory). When you have conquered a territory, click the left mouse button on the Option Symbol, then on the Retire box (explained under Option Symbol in the Symbols section of this manual). The computer will then tell you that you have won. Click the left mouse button to go back to the Option Screen.

After you have conquered the first territory, you can move to any adjacent territory. To enter a territory, place the On-Screen Pointer over its map; when the red Selection Rectangle appears around the territory, click the left mouse button. (Note that you can only move into territories which are highlighted in red when the On-Screen Pointer is over them). In the case of this first territory, you can move to territories to the right and below; in more centrally located territories away from the corners or the edge, there will of course be more directions in which you can move and more territories to choose from. To help you keep track of where you've been, a dagger will appear in the map of each territory after you conquer and leave it, and a yellow Selection Rectangle will appear around them when the On-Screen Pointer is over them.

When you move to a new territory, you will effectively be starting all over again. The Captains you recruited will stay behind to administer your conquest. You may not have as many men or as much food as you had before; building up vast armies and enormous hoards of food may help you in the territory you were in, but not in the one you're going to. You can't take your spoils with you.

As you get farther from the first map, the going will get tougher and tougher; the armies will get more aggressive and better equipped, and resources will become increasingly difficult to find and secure, let alone manage. (You can move back to easier territories you haven't conquered yet if the going gets too tough). The most formidable territory of all, and the one you must finally conquer to rule the world, is in the lower right corner of the Map Selection Chart.

POWERMONGER

THE WORLD

The Overview Map

The Overview Map shows the territory you are currently attempting to conquer. On this map you can see roads, bodies of water, forests, settlements, and their occupants.

Overview Map Controls

The White Cross on the Overview Map indicates the center of the area currently shown in the Close-Up Map. By changing the position of the cross on the Overview Map, you change the view in the Close-Up Map. You can move the White Cross in two ways:

Compass: Use either mouse button or click on the Compass to indicate in which direction you want the White Cross to scroll. If you click the left mouse button, the cross will move a short distance with each pressing of the button; if you press and hold down the right mouse button, the cross will continue to scroll until you release the button.

Joypad: The left and right mouse buttons are the same as pressing "A" and "B" on the joypad. When using the joypad press the "Y" button to

select AREA 2 (Compass), then use the joypad to scroll the map in the desired direction.

The Compass can move the White Cross in eight different directions: North, South, East and West, as well as North-east, North-west, South-east and South-west. Note that the compass itself always points North; this is important to remember if you have rotated the map.

Overview Map: Click on the Overview Map with either mouse button to move the White Cross to whatever location you want to view.

Contour, Objects, Settlements and Food

Directly above the Overview Map are four map icons. Selecting each of these icons will show you different map information on the Overview Map.

Countour Mode Hills, valleys and plains. Dark green indicates the lowest-lying areas, while higher elevations are coloured lighter green, then yellow, then brown, and at the highest elevation of all, white.

Objects Mode Trees, houses, workshops, men and roads. Trees appear as red dots, roads appear as grey lines, houses appear as light brown dots, your men appear as white dots, and workshops appear as yellow dots in settlements.

Settlements Mode Settlements and roads shown in grey, and your men as white dots.

Food Mode Same as the Settlements Mode, with settlements colour-coded according to how much food is in each. Black settlements indicate no food and white settlements indicate comestibles in massive abundance. Dots in varying shades of grey indicate food supplies somewhere in between the two extremes; the lighter the shade of grey, the more food is present. Click on the Food Map Icon again to update this map.

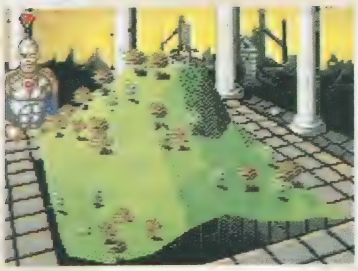
Captains

The currently selected Captain will be visible on the Overview Map as a man in a red cloak. But if he is spying, he will wear a shirt of the same colour as the army on which he is spying.

Settlements

Settlements are important sources of food, men and inventions. When you conquer one, you may want to strip it of all of the above. But if you take all the men, there will be no one to gather food or create inventions; settlements repopulate (the stork brings them), but they do so slowly. And if you take all the food, the men will stop whatever they are doing and put all their efforts into agriculture.

Close-Up Map



Close-Up Map Controls

The Close-Up Map shows you details of the area where the White Cross is positioned on the Overview Map.

Changing the View

There are several ways to change the Close-Up Map to view a different area:

Compass: See Overview Map Controls

Overview Map: See Overview Map Controls

Captain: Select the large figure of any Captain by clicking the right mouse button. (Careful not to click on his medals, nor with the left mouse button). The Close-Up Map will immediately jump to that captain's current location.

The Rotation Arrows

The Rotation Arrows rotate the Close-Up Map left or right so you can improve or just change your view. Clicking on a Rotation Arrow with the left or right mouse button rotates the map to the next cardinal direction (north, south, east, west) in the direction of the arrow, for a total of 4 different view positions. Also, if you press and hold down either mouse button on a Rotation Arrow, the map will continue to rotate until you release the mouse button.

The Zoom Buttons

You can zoom the Close-Up Map view in or out by using the Zoom Buttons. Clicking on a Zoom Button with the left or right mouse button zooms in or out by one step. Note that as you zoom in closer and closer on the Close-Up Map, mobile figures (people, animals, etc.) seem to move faster and faster. They aren't, really; this is an illusion created by the fact that smaller and smaller areas are being viewed as you Zoom in.

The Conquest Balance

A territory has been conquered when a substantial portion of its population is under your control. The Conquest Balance indicates when this has happened. When you start conquering a territory, the scales will be tipped toward the left. As you gain control of more and more people, your half of the balance on the right will fill with gold. When the balance is tipped in favour of the white-and-blue-shield on the right, and all the gold is on your side, you've won that territory. Click on the Retire box in the Option Symbol (explained in the Symbols section of this manual) to move on to the next territory.

Seasons and Weather

Seasons pass in the world of Powermonger as they do in any world. In spring, summer, and especially in the autumn, food will be plentiful; in winter, it will be scarce, as no more will be produced in the settlements. You will notice two weather effects, rain and snow, as the seasons run their cycle. These forms of precipitation will, of course, slow an army as it moves across the land.

There is little even the First Captain can do to change the weather, but there is one way his followers and the followers of his subordinate captains can change weather patterns. When townspeople or armies are ordered to Invent (see **Invent** section), they will often use wood to fashion their handicrafts if there is a forest near. But they can go too far, which leads to deforestation, which in turn can disturb weather patterns. Forests will grow back, until they do, rain and snowfall will both be above normal.

Sound

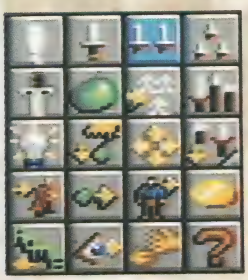
As you move about the world of Powermonger, you will hear a lot of background noise: sheep baaing, birds singing or taking flight, work sounds from neighbouring villages, men cheering, etc. These noises can provide important clues and can tell you whats going on nearby on the Close-Up Map. When you hear a sheep, it means one or more of them are close by, and they can be a plentiful source of food. Sounds of battle means battle is going on nearby. Birds taking flight means someone has disturbed them; that might mean there is an enemy in the forest. Hammering and sawing from a nearby settlement or woods means someone is inventing something; if this is going on in an enemy settlement, you might want to go in and put a stop to it, or at least start inventing something of your own to counter them. Birds singing means spring has returned, and wind blowing means winter is here. And when your men start cheering during a battle, it means they've won.

The First Captain and his subordinate Captains also express their level of enthusiasm concerning orders. If they like the order you give them, they will say an excited "Yeah!" If they don't like it, their "yeah" will be much more muted, or they might not say anything at all. This could be a clue that your order might not be such a good idea.

In the background, you will always hear the breathing of whichever Captain you have selected. If he is breathing evenly, everything is going well. If his breathing becomes laboured and ragged during a battle, it means that things aren't going well, and he may even be dying.

POWERMONGER

SYMBOLS



Option, Posture, Command & Query
To activate a symbol, click on it with the left mouse button.

The Option Symbol

Use this multi-purpose symbol to change maps, restart, retire from game, change game controls or obtain information about the land you are in.

Game Box Options

Click on the Game Box to access these options, then click on the appropriate box to activate its option:

Retire Retire from the territory you're in. If you are ahead (see the Conquest Balance under the Overview Map) you win; if you are behind, you loose.

Replay Map Restart conquering the current map from the beginning.

Select Map Leave the current territory and go back to the Map Selection Chart to choose another territory to conquer.

Random Map Call up a computer generated random map to conquer.

Pause Pause the game; click on Pause again to unpause the game. Note: The Close-Up Map vanishes when the game is Paused.

Option Brings up the Game Option box which allows the player to change mouse speed, controller port, quick pad mode, etc. (refer to **Option** under *Option Screen*)

World Info Gives player information about the territory they are currently in.

Posture Symbols

Posture determines the relative aggressiveness of a Captain, from the First Captain (you) down through all the Captains you recruit during your campaign of conquest. These icons only modify the innate aggression of any Captain; the First Captain is always the most aggressive, and the last Captain farthest to the right is always the least aggressive. A Captain's Posture effects not only his own behavior, but the behavior of his troops and of others nearby aswell. The more aggressive a Captain is, the more food and men he will take from a village he has captured, and the more people his troops will kill in the course of battle. A Captains' aggressiveness will also effect what the people of a conquered village will invent (see **Invent**), and what sort of Trading deals can be made. Note that the first Captain set on Aggressive posture will take all food and men and do his best to kill everyone when attacking a village.

To set a Captain's posture, click on the Captain (making sure the Selection Arrow is over his head), and then click on one of the three **Posture Symbols**:

Passive Posture

Normal Posture

Aggressive Posture

Note that one posture symbol will always be highlighted.

Command Symbols

The Command Symbols represent the different orders you can issue to yourself as First Captain, the other captains who have joined you, and indirectly the people who follow them.

To issue a command:

1. Click on the First Captain or a subordinate Captain with the left mouse button. (Click on the large figure of him standing at the table, **not** on the smaller images of him that appear on either of the Overview or Close-Up Maps). The bobbing arrow should appear over his head and his expression will change, meaning he is ready to give or receive a command. If the arrow doesn't appear, try clicking on the Captain again. Be *careful*! Do not click on his medals.

2. Click on the Command Symbol that corresponds to the order you want to give. (A Command Symbol will be highlighted green when it is active; if a symbol does not highlight, try to click on it again). Any incomplete command can be cancelled by clicking on its symbol again, which will unhighlight it; make sure the highlighting goes out or the command will still be active. Most Command Symbols become unhighlighted as soon as the command it represents is

given. Any command can be cancelled before it has been given by clicking on its Command Symbol a second time. Make sure the highlighting goes out or the command will still be active.

The Go Home, Drop Food and Drop Invention Commands are exceptions to this procedure. Those commands are executed in one step (see the individual Commands below, for more information).

3. Most Commands Use a Direction Line when you issue them on the Overview Map. A Direction Line is a line that extends from the selected Captain to the On-Screen Pointer on the Overview Map. Use the On-Screen Pointer to point at the location you want to be the target of the command. To view an area before you decide to give a command, click with the right mouse button.

4. The location or object selected as the target of an order must be appropriate for that order. For example, an Attack command must have a settlement, a person, livestock, etc., as its target or it cannot be given. If the Direction Line is pointed at an inappropriate location or object, it will be black, you will hear a slow drumbeat, and no command can be issued. If it is pointed at an appropriate location, the Direction Line will be red, and the drumbeat will be more rapid. Click with the *left* mouse button to give the command.

5. Orders can also be issued on the Close-Up Map. You can choose targets more precisely this way; that is, you can choose a single person as target for an Attack order on the Close-Up Map vs. choosing a whole settlement on the Overview Map. When an appropriate target is visible on the Close-Up Map, click on a command symbol and then on the target. The Direction Line will appear red on the Overview Map when the On-Screen Pointer is over an appropriate target and the order will be issued.

6. Bodies of water can prevent an order from being carried out; for example, if the target is on an island, and the selected Captain is on the mainland and does not have access to boats, an order to Get Food

on the island cannot be carried out by that Captain, and he will just pace up and down once he has reached the interposing body of water.

7. If you have successfully given an order to the First Captain, it will begin to be carried out immediately. A Job Icon will appear beside the Status Bars above his head and he will respond "Yeah." If an order is given to a subordinate Captain, The First Captain must dispatch it to him by carrier pigeon so it may take a while for him to react, depending on how far away he is from the First Captain. A little white pigeon fluttering beside the Status Bars above the targeted subordinate Captain's head means the order is still on its way. When a Job Icon appears over the subordinate Captain's head and says "Yeah," the order has been given successfully. Note that in every territory you will have a limited number of carrier pigeons to carry your orders, and you can get no more in that territory. So be careful of what orders you give and what your posture is when you give them. You need to make every order count.

8. Some commands do not operate in keeping with these general instructions. You'll find specific instructions about how they work under the Command Symbol descriptions given next.

Military Symbols

Attack
the person, place or thing at the end of the Direction Line. Possible targets include settlements, farms, towers, individual men, sheep and trees click with the left mouse button to attack a selected target. If you attack a sheep and kill it, it automatically becomes part of your food stock. If you attack a tree and chop it down, you can prevent enemies from using it to make their own inventions. If you attack a settlement or army and win, the people left alive will become your followers, and you will have access to all their resources; watch for souls going up to heaven during such combats because it means that casualties are occuring. Keep in mind that if your target is ambulatory, it may well have trudged, marched or scampered away by the time you get to where it was when you targeted it. You will then track it down, but it might be faster than you. Note also that your active Captain is free to move around during a combat (see Send Captain below).

If you click with the right mouse button after a target has been chosen using the Attack Symbol, and the rank is on its way to the chosen target, the Captain will scan the immediate area for men from that target. If he detects any, he will change direction and attack them. This could be used to take out people from the target area who are out inventing, or a lone wanderer.

You lose a combat when your Captain dies. If a subordinate Captain dies, he disappears from the screen, and he drops his stock and equipped items, which will be visible on the screen. Another Captain can be recruited to take his place later. (Men killed in combat also drop their equipped items, which will be visible). But if the First Captain dies, the

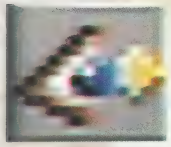
game is over and a **You Have Been Defeated** screen will appear. Click the left mouse button to return to the Game Option Screen.

Get Men

from one of your settlements. The number of men taken is determined by the aggression rating of the active Captain; a Passive Captain will attract only a few men to his banner, a Neutral Captain will be able to recruit a few more, and an Aggressive Captain will impress almost every available - bodies man.

Transfer Men

reassigns men from one Captain to another. The number of men transferred will depend on the Posture of the Captain being transferred *from*:- Passive posture will transfer 25%, Neutral posture will transfer 50%, and Aggressive posture will transfer 100%. Click with the left mouse button on the transferring from Captain, click on the icon, and then click on the Captain *to* whom the men are being transferred.



Spy

sends any Captain to gather intelligence. To enter into this intrigue, select the Captain to whom you want to assign the task by clicking on him with the *left* mouse button, then click on the Spy symbol. Now click on the neutral or enemy settlement you want him to spy on. He will go there, and if he is accepted into the community, the location of the settlement's population will show up on the Overview Map as dots of the appropriate colour (red or blue for enemies, yellow for neutral). If he is recruited into an enemy army, then dots of the appropriate colour will appear on the Overview Map showing the locations of the soldiers in that army.

Movement Symbols

Send Captain

anywhere you choose. Select the Captain you want to send, and then select a destination on the Overview Map using the Directional Line and click with the *left* mouse button, or click on the location on the Close-Up Map. Note that you can use Send Captain to get a Captain out of harm's way during combat without breaking off the battle by clicking on the Send Captain symbol and clicking on a destination a short distance away on either map; however, the Captain might get dragged right back into the battle. Note that an individual cannot get out of a battle while engaged in hand-to-hand combat. If you click on a location far away on the Overview Map and the Captain is not dragged back into the battle, his men will follow him and the battle will be broken off.

Go Home

sends the Captain and his army back to the Captain's home. This command is a handy way of getting out of a losing battle while keeping an army intact.

Derank

is similar to Go Home but will send you a fraction of an army home while the Captain involved will stay with the portion of his forces that remain in the field. If the Captain's Posture is Passive, 25% of his troops will leave; if it is Neutral 50% will find their enlistment is up; and if it is Aggressive, 100% will re-enter civilian life. People with the worst weapons or no weapons, or no boats, will go first, leaving the most useful soldiers to remain in the army.

Food Symbols

Get Food

from a friendly settlement or cache (see **Drop Food** symbol below) The amount of available food a Captain gets is determined by his Posture; if his Posture is Passive he will get only a little food, if it is Neutral he will get more food, and if it is Aggressive he may take all the food there is present. So, the more gruff he grows the more grub he grabs.

Drop Food

will cause the active Captain to drop a portion of his supply of food. The amount he drops depends on his Posture: 25% if his Posture is Passive, 50% if it is Neutral, and 100% if it is Aggressive. The Captain drops his food wherever he is standing and does not have to use the Directional Line. This food will appear on the Close-Up Map as a small sack of grain. Animals, enemy armies, and passers by will not take his food since it is hidden from everyone except you and your followers. But if food is dropped in a settlement, it will be added to that settlement's food supply. Note: Don't drop your food into the sea! It will be unrecoverable.

Supply Food

to anywhere that is an object. The selected Captain looks for a nearby settlement that is friendly. He will then go there, drop food (the amount he drops is determined by his Posture, just as described in the Get Food command above), go to the nearest friendly location that has food, and get more food (again, the amount he gets depends on his Posture), and return to the place to be supplied to drop more food. This process will be repeated until he gets different orders.

Invent Symbols

Invent

something new and wonderful in a workshop. Workshops are found only in settlements, but they are nevertheless easily spotted on the Overview Map in Object Mode as yellow dots, and on the Close-Up Map as structures with red signs. What can be invented in a particular village depends on raw materials are available, the occupation of certain locals, and the Posture of the Captain involved. See separate **Invent** section for more details.

Equip Invention

equips either inventions you have ordered to be made or objects carelessly left behind by their previous owners. To equip an Invention you have ordered to be made, click the Equip Invention symbol and then on the settlement where the invention was created; to equip found objects, click on the object itself. Found objects and inventions are identical, i.e., boats, swords, bows, etc. The Captain's Posture determines how much is picked up: 25% if Passive, 50% if Neutral, and 100% if Aggressive Note that picking up too much will slow down a Captain.

Drop Invention

drops any surplus stock. The Captain's Posture determines how much gets dropped: 25% if Passive, 50% if neutral, and 100% if Aggressive. Surplus stock is shown as what the Captain is carrying when you click on his Medals, and is defined as unequipped weapons or pots, but never equipped weapons or boats. These may later be picked up by the Captain who dropped them or by another Captain using the Equip Invention command (as long as you don't drop them in the sea, since they're gone forever if you do). They will not be picked up by passers by or

enemy armies. If you drop them in a settlement they will be added to that settlement's stock.

Miscellaneous symbols

Trade
goods (weapons, pots, etc.) with a settlement in return for food, items or stock. Every item has a set food value that will be modified if your Captain is good at bartering, and bartering skill is in turn determined by innate aggression. The trading settlement will trade you items for food. The Captain's Posture determines what he will trade for and which items he will want first. An Aggressive Captain will trade for a cannon before a Passive Captain, will while a Neutral Captain will fall somewhere in between; a Passive Captain will trade for a plow (for example) before he will trade for a cannon, while a neutral Captain will prefer a boat to a cannon. Note that the weapons your army is using or carrying willl not be traded.

Make Alliance
with another tribe. This requires the payment of tribute from your excess stock (similar to Trade above). Once an alliance has been made, you will have access to that tribe's settlements and resources, and they will likewise have access to yours. An Alliance will be broken by a violent act taken against that ally. And if an offer of alliance is rejected, you loose the tribute you offered, and you may become the object of an attack.

Query Symbol

Query
brings up information about any object, living or non-living, on the Close-Up Map by clicking on it with the left mouse button. You can bring up only one information window at a time, but the information in the window box will change if you click on a different object. (If Quickpad Mode is ON, then the window has to be closed before clicking another object). To move a window, just place the On-Screen Pointer over any edge of the Query window, just place the On-Screen Pointer over any edge of the Query window, hold down the left mouse button, and drag the window to any part of the screen.

There are three small icons that appear in Query Windows; some windows include all three, while others contain only one or two, but the icons always work the same way in every window. Click with the left mouse button on the Tick Mark Icon in the upper right hand corner of all Query Windows to cancel the window. Click with the left mouse button on the Rectangle Icon to update information in the Query Window; this is a valuable icon to click on frequently if you have a Querry Window up during a battle. And click with the left mouse button on the Eye Icon the centre the Close-Up Map on the subject of the Query Window.

Different objects reveal different ranges of information when they are the subject of a Query command:

Buildings/Settlements Building type; settlement; names of the building's two occupants (there are never more than two, husband and wife); to which ruler the settlement belongs: Harold II, Jayne III, or Jos XVIII; the nearest forest; how much food there is in the *entire* settlement; how many men there are in the settlement and what stock (if any) the settlement has.

People Their name, the settlement where they live, their health, the building where they live, their spouse's name, how hard they work, their profession, what item they have equipped, who they follow, and their age.

Sheep/Boats Simply states what it is.

Trees What forest it is in, what kind of tree it is, whether there are any birds in its branches, and the season.

The Query Symbol will remain highlighted and active until you cancel it or until you click on another symbol.

POWERMONGER

THE CAPTAINS

The First Captain will encounter other Captains along the way; he can recruit them by conquering the settlements they rule. As they are recruited, they will appear by the first Captain's side, and they are his to command. When a Captain dies, he will disappear from the screen.

Status Bars Three bars appear above the head of every Captain under your command, displaying his current food supply, men, and strength. The top blue line indicates food, the middle red line signifies men, and the bottom green line stands for strength. Keep an eye on the green strength line; when it is gone, so's the Captain. And when the First Captain's strength line comes to an end, so does the game.

The Selection Arrow This arrow bobs up and down over the head of the currently selected Captain. Click on a Captain to select him; he will be the Captain who will receive the orders you give.

The Medals Click on the medals hanging on a Captain's chest to display an information box about him, even if he is not the currently selected Captain. Clicking on medals will tell you the Captain's name, current job, aggression level, loyalty level, Strength, Speed, the amount of food he has, how many men he has, and how much stock (if any) he is carrying. This information box functions just like a Query Box (see Query Symbol).

Strength

Strength is the indication of how healthy people in the world of PowerMonger are. For Captains, strength is displayed in two ways. First, as the green line in the Status Bars. And a second, in the following terms, from the strongest to weakest, when you click on a Captain's medals; Fit Well, Weak, Very Weak, Sickly, Very Sickly, Dead.

A Captain's normal strength level is Fit. Being wounded in combat is the only thing that will reduce his Strength. If he is reduced below Fit, he will eventually heal back in camp. If his Strength is reduced to Dead, his stay on this planet is over (unless you Replay The Map or Start New Conquest).

More About Posture

A Captain's innate aggression is indicated by his position at the table. The Captains to the left are more aggressive than the Captains on the right, but any Captain's Posture can be modified by using the Posture icons.

A Captain's actions, or even the actions of his troops, are not always predictable when his Posture is set at the Aggressive or Passive extremes. If a Captain is camped near a battle, even a battle that does not immediately concern him, he may join in the fray if he is in an aggressive frame of mind, or he may run away if he is feeling passive. An Aggressive Captain might kill someone who does no more than cross his path when that Captain is moving from place to place. Obviously, any of these actions can be avoided by changing the Captain's Posture. But you might be too late unless you are paying close and careful attention.

Inventions

You won't find everything you need just lying around on the ground or in the settlements you conquer. Sometimes it pays to use your head instead of your sword to get what you need. This is where inventions come in.

The Invent command tells a Captain to have his men or the citizens of a friendly settlement invent something. You can only invent in a village with a workshop; as mentioned previously, these show up as yellow

dots in settlements in the Overview Map when it is in Object Mode. What the settlement produces depends on four factors: The Posture of the Captain carrying out the order, the available resources, the presence of a merchant and the occupations of certain locals.

An Aggressive Posture generally produces heavy weapons like cannons or pikes. Passive Posture produces items like plows. Inventing any of these, of course, is dependant on having the correct raw materials at hand as well as the appropriate posture.

The results on the inventive urge are also dependent on the location. For example, inventing near a forest on low land near water will usually produce boats. Inventing in a town that is on high ground away from any forest usually produces swords or cannons.

Necessary resources include wood and steel. Forests are a good place to find wood; that's why they call them forests. But keep an eye on people if they take up lumbering; they can strip a forest clean, and forests take a long time to grow back. So don't leave the Invent command active without keeping track of what people are doing off in the woods. Wood can be used to make pikes, bows, ploughs, catapults, and, if you're near water boats.

Steel is harder to come by. You have to construct a mine to extract the raw ore to forge into steel, and the mine will usually have to be situated at a high altitude. Mine construction is a time-consuming process, and any settlement that has a mine will be an inventing target; they're easy to spot since they're all marked by a tower. If you are not near any useful raw materials when you try to Invent, you'll produce pots from the local mud. Pots are valuable mainly for trade. They won't help you during battles, of course, but at least you'll have a handsome and sturdy receptable to bleed into after you've had the stuff beaten out of you.

Note: When people in a settlement are inventing, they can't get food or other supplies. And if they run out of food, they'll gradually stop inventing and take up producing food; ie., they can still invent if enough people are producing food.

The table below lists what Posture is needed to invent particular items plus other conditions that might be necessary:

Item	*Posture*
Catapult	Aggressive posture & merchant in settlement
Cannon	Aggressive posture & merchant in settlement
Sword	Near a mine & no merchant in settlement
Pikes	Neutral posture
Bows	Aggressive posture
Boats	Passive posture & fishermen present
Plows	Passive posture
Plots	Can be made any time

Equip Invention

Once you've invented something, you probably want to pick it up and use it. Or, you might want a loyal Captain and his men to pick up the item. In either case, use the Equip Invention symbol and modify the Captain's Posture appropriately to pick up your invention by clicking on the building in the settlement where the invention was made.

You can also equip inventions you find. Often after a battle, weapons will be left on the battlefield. You can equip these the same way you equip things made in workshops, by clicking on the Equip Invention symbol and then on the weapons. You can also equip boats you find or that belong to your settlements. But since settlements on bodies of water or rivers depend on fishing for part of their food, if you take away their boats their production of food will go down.

If the invention you equip is a hand weapon, empty-handed troops are equipped first. The Captain is equipped first of all, next the First Captain's original followers, and, finally the other troops.

If troops have more than one kind of hand weapon to select from when they equip, they will choose weapons in the following order: Bow first, then sword, then pike. In camp, holders of different weapons will sit different concentric circles around the Captain and the campfire.

Anything other than equipped weapons or boats is considered to be carried as stock by the Captain and to be used as trade or for making alliances. The more stock a Captain has, the slower he will travel, so be careful not to overload him. (The only excess items that won't weigh him down are pots.)

POWERMONGER

QUESTIONS & ANSWERS

1. **What is the object of the game?**

   To gain control of the settlements and armies in a territory through diplomacy or conquest. When a significant portion of the population of a territory are under your control, and all the gold in the Conquest Balance is on your side, the territory is yours.

2. **What do I do first?**

   Become familiar with the command symbols and how they function in the game and how maps work. Pay particular attention to the commands that move your forces around the maps, as well as the commands that manage your resources. You should probably play several practice games to familiarize yourself with the commands and the maps.

3. **How can I best prepare myself for a battle?**

   A Make sure the size of your army matches or exceeds the number of people in the town you intend to capture.

   B If you have a subordinate captain who has an army, send them into battle before your main army. This will reduce the number of casualties your main army will suffer, divide the enemy forces, and give you a chance to gauge the enemys' aggression level.

C Do not go and decimate an entire settlement even if you know they will be an easy victory. You will usually want to leave at least part of the population behind to produce food inventions, and conscripts for you.

D Make sure you have a sufficient amount of food and your Captain is in Fit condition. When your Food Status Bar is shorter than your Men Status Bar, you need to go forage some more eats. Hungry soldiers do not fight well.

E Equip your First Captain and his army with the best weapons available. This will greatly enhance your chances of winning battles.

F Taking over the closest settlement is not always the best thing to do. Survey the other settlements and choose one that will benefit you and your army. Some settlements have better strategic positions than others, and some are richer in resources, ie. food, population and weapons.

4. **How can I tell if an invention I have equipped or traded for is my possession?**

Check the inventory of the settlement, shop, etc, where the invention was located; then click the Captain who tried to equip the invention (select his medals), or the individual soldiers in the Captain's army. If the invention still appears in the inventory of that location, and does not appear in the Captain's or any of the soldier's inventories, you have not successfully equipped the invention. Change your Posture level and try again.

5. **Once the Balance is tipped in my favour in a particular territory, must I retire from that territory, or can I continue PowerMongering there?**

You can continue to adventure in any territory after you have conquered it as long as your First Captain is not killed. In fact, doing so is a good way to try out different strategies before moving on to a more difficult territory.

6. **I sometimes see an enemy hiding or walking around in my settlement, once I even saw an enemy carrier pigeon flying into**

my town square, what gives?

You have a spy, or even worse a traitor in your midst. He or she is probably communicating vital economic and military information to your enemy. Don't take kindly to these people; simple execution is too good for them.

7. **I'm having trouble keeping the morale of my army up, and have had a rash of desertions lately. What can I do to improve my command.**

   As mentioned earlier, keep your soldiers well fed, and battle hardened. Keep a good food supply, or your men will say good-bye, adios and adieu. War is tough and you will often have to take all the food you find in a friendly or conquered settlement. Remember it's either you or them.

8. **My Captain has excess weapons and stock, and I have new recruits fresh out of boot camp that are drooling to get their hands on some weapons. How do I get my Captain to distribute these items?**

   The best place to do this is in a settlement.

   a. Make camp in a settlement.

   b. Choose the Drop Invention Icon, make sure you have the appropriate Posture level set.

   c. Now these items are part of the settlement's stock.

   d. Choose the Equip Invention Icon, again make sure you have your Posture set accordingly.

   e. The Captain will now redistribute all the stock he picks up to the soldiers that need them, and keep what is in excess for trading purposes.

   This procedure can also be performed outside of a settlement, but not as quickly.

9. **When am I crossing through terrain that is near a body of water, or there is a body of water in my direct path, my soldiers sometimes lag behind and get lost. This is not good when I am**

on my way to glorious battle and my own men show up late. Should I send them back to marching and fitness training?

Unfortunately, not all of your soldiers are as smart as you or your original followers. If you do not want to get caught in battle short-handed, make sure you carefully plan your moves through the terrain. In this game, a straight line is not always the best path to victory, especially if you are the only one equipped with a boat.

10. **My army takes quite a while to move from one place to another, can I speed them up?**

Click on the Captain's medals and check the speed. If you are loaded up with a huge weapons cache or trading items, simply use the Drop Invention Icon, update the window, and check the Speed again. It should have gone up. Speeds above 30 are generally o.k. for most territories.

11. **Can I take a catapult or cannon on a boat and transport it across the sea?**

Yes, any weapon you have equipped can be taken out on a boat. You can even fire on enemy settlements from offshore.

12. **Can I divide my army and do complex attack formations?**

No, the only way you can send in multiple armies into battle is if you have one or more Surbordinate Captains. The soldiers with hand weapons will engage the enemy face to face, while the soldiers with projectile weapons will fight from afar.

13. **What are the pros and cons of forming an alliance with another tribe?**

The Pros: Forming an alliance will give your army stability in the form of being able to trade for better weapons, as well as having an ample supply of food. In some territories, having a safe place to retreat to and gather your wits about you will determine your outcome in hostile territory.

The Cons: If the tribe you have formed an alliance with takes over, or already controls a large part of the territory, you will eventually have to break the alliance and take the tribe on in battle. If he has

been busy conquering the land and gathering his resources, you will have a tough fight ahead of you.

NOTE: This game requires lots of exploration, and it will take some time to become familiar with and effectively use every option this game has to offer. This manual will give you the basic foundations in your quest to rule the world. Manage your army, your settlements, and your resources as well as you can. Your leadership and management skills will determine if you truly have the right stuff to be a POWERMONGER.

POWERMONGER

Published by Imagineer Co., Ltd. JAPAN
2-7-1 Nishi-Shinjuku 15th Floor
Shinjuku-Ku, Tokyo
163-07 Japan
Tel: 81-3-3342-9191
Fax: 81-3-3342-9194

© 1989, 1990, 1991, 1992 Bullfrog Productions Ltd. All Rights Reserved.
PowerMonger is a registered Trademark of Electroncic Arts.

This product is guaranteed by the Publisher. In case of difficulty, please contact the distributor.

Distributed in the U.K. by:

Anco Software Ltd.
Unit 7, Millside Industrial Estate
Lawson Road, DARTFORD
Kent, DA1 5BH
Tel: 0322 287782
Fax: 0322 293422

LICENSED TO

imagineer

2-7-1 Nishi-Shinjuku, 15th Floor, Shinjuku-Ku, TOKYO 163, Japan Tel: 81-3-3342-9191 Fax: 81-3-3342-9194

DISTRIBUTED IN THE U.K. BY ANCO SOFTWARE LTD.
7 MILLSIDE INDUSTRIAL ESTATE, LAWSON ROAD, DARTFORD, KENT, DA1 5BH, TEL: 0322 287782.

PRINTED IN JAPAN